

THE LEAGUE OF FEAR SERIES

BLOOD OMEN 2™



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CONTENT RATED BY
ESRB

**GUSTO
DYNAMICS**

EIDOS
INTERACTIVE

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

PRECAUTIONS TO TAKE DURING USE

- The PC compact disc is intended for use exclusively on IBM compatible systems with the minimum configurations specified on the system requirements of the game purchased.
- Do not stand too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

HANDLING YOUR COMPACT DISC

Avoid bending the disc. Do not touch, smudge or scratch its surface. Do not leave the disc in direct sunlight or near a radiator or other source of heat. Take occasional rest breaks during extended play. Always store the disc in its protective case.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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If you have a technical problem with the game, our Support Department is here to help. Our web site contains up-to-date information on the most common difficulties with our products; this information is the same as that used by our support agents. If you are unable to find the information you need on our web site, please feel free to contact us via email, fax, telephone or letter. *(When contacting us via email or fax, please be sure to put the game title in the subject of your message.)*

Assistance Via the World Wide Web:

The fastest way to answer most questions is by visiting our online support. You can find the latest support information for **BLOOD OMEN 2** at <http://www.eidosinteractive.com/support/index.html>. Our support FAQs are available 24-7 for your convenience. These pages are updated frequently and have the same information that our support techs will use to answer your question if you call or email us. The answers to about 90% of the questions we are asked can be found there, so it really is worth the time to take a look!

The second fastest way to get an answer to your question is to email us. (You will find our email submission forms at our web site.) We typically respond to email queries within 24-48 hours during the business week. Response times can be considerably longer over the weekend, holidays and immediately after a product release. It all depends on how many people we have working and how much email is coming in at any one time, but we do try really hard to get you the right answer as quickly as possible. Weekdays, excluding holidays, during the hours when the phones are open, we still give email questions our highest priority.

Through this site you will also have access to our FTP (File Transfer Protocol) area where you can download patches and new enhancements as soon as they become available.

Assistance via Telephone or Fax:

We are available to take your calls Monday through Friday between 9:00 a.m. and 5:00 p.m., Pacific Time at (415) 615-6220 (voice) or (415) 547-1201 (fax). Our tech support department is closed on all major holidays. **Note: You are responsible for all toll charges when calling.**

To ensure the quickest service you will need to be at your computer and have the following information at hand:

- A complete listing of your computer's hardware. **(Contact your computer manufacturer if you are unsure.)**
- What version of Windows® you are using.
- A copy of your DirectX Diagnostics report.
 - Click on **Start**
 - Click on **Run**
 - Type **dxdiag**
 - Click on **OK**
 - Click on the **Save Information** button and save the file to your computer.
 - *When you call our Technical Support line either have this file open or have a printed copy. If you send an email query you may attach the file to the email.*
- What error message(s), if any, you have had.
- How the game is currently configured.

NOTE: OUR SUPPORT AGENTS DO NOT HAVE AND WILL NOT GIVE GAME HINTS, STRATEGIES OR CODES.

Product Return Procedure:

In the event our support agents determine that your game disc is defective, you will need to forward material directly to us, please include a brief letter explaining what is enclosed and why you are sending it to us. The agent you speak with will give you an authorization number that must be included and you will need to include a daytime phone number so that we can contact you if necessary. **Any materials not containing this authorization number will be returned to you unprocessed and unopened.** Your postage paid package should be sent to the following address:

Eidos Interactive Customer Services
651 Brannan Street, Suite 400
San Francisco, CA 94107
RMA# (include your authorization number here)

Warranty Policy

If our technicians determine that the product storage medium is found to be defective with ninety (90) days of original purchase (as described in Eidos Interactive's Limited Warranty and unless otherwise provided for by applicable law) Eidos Interactive will replace the item, free of charge, to the original purchaser, if the item is accompanied by the original dated sales receipt, packaging and RMA#. If you do not have the original receipt or the warranty period has expired, Eidos Interactive will replace the disc for a nominal fee.

Note: You are responsible for postage for your game to our service center.

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GAME HELL?

Call the EIDOS Interactive Hint Line
U.S.: 1-900-773-4367
Canada: 1-900-643-4367

Cost of call: \$0.99-\$1.49/minute
Must be 18 years or have parent's permission
Touch-tone phone required



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INSTALLING BLOOD OMEN™ 2

To install **BLOOD OMEN™ 2** on your PC:

1. Insert the **BLOOD OMEN 2 CD #1** into your PC's CD drive.

If your computer has the Autorun option enabled, the **BLOOD OMEN 2** Autorun program will automatically run. Choose **INSTALL** from the Autorun program to install **BLOOD OMEN 2** onto your PC's hard drive.

If Autorun is disabled, right-click your PC's CD drive icon and choose the **EXPLORE** option. Double-click **SETUP.EXE**. The **BLOOD OMEN 2** installation process will begin.

Note: To run **BLOOD OMEN 2** on your PC, you will need to have **DirectX™ 8** installed. To install **DirectX 8** on your PC:

- Select **INSTALL DIRECTX 8** from the Autorun program.
– OR –
- Right-click your PC's CD drive icon and choose the **EXPLORE** option. Open the **DirectX 8** folder and double-click **DXSETUP.EXE**.

UNINSTALLING BLOOD OMEN 2

To uninstall **BLOOD OMEN 2** from your PC, choose **UNINSTALL** from the **BLOOD OMEN 2** menu (Start menu > Eidos Interactive -> Blood Omen 2 > Uninstall). The Uninstaller will completely remove **BLOOD OMEN 2** from your PC's hard drive.

RUNNING BLOOD OMEN 2

To run **BLOOD OMEN 2** once the game is installed on your PC's hard drive:

1. Double-click the **BLOOD OMEN 2** icon on your computer's desktop (if you chose this option when **BLOOD OMEN 2** was installed).

– OR –

Select **BLOOD OMEN 2** from the **BLOOD OMEN 2** menu (Start menu -> Eidos Interactive -> Blood Omen 2).

– OR –

Insert the **BLOOD OMEN 2 CD #1** into your PC's CD drive.

- If your computer has the Autorun option enabled, the **BLOOD OMEN 2** Autorun program will automatically run. Select **PLAY** to run the game.
- If Autorun is disabled, right-click your PC's CD drive icon and choose the **EXPLORE** option. Double-click **SETUP.EXE**.

2. Select **PLAY** to run the game.

TWO DISC GAME SYSTEM

The **BLOOD OMEN 2** game is contained on two CDs. Use CD #1 when you first start the game. When CD #1 is finished, you will be prompted on screen to switch discs in the drive. Follow the on-screen instructions to insert CD #2 and continue the game.

CONTROLS

BLOOD OMEN 2 allows you to reconfigure your controls to your PC's keyboard and mouse; keyboard; or keyboard and gamepad.

To reconfigure the **BLOOD OMEN 2** controls, select **OPTIONS** from the Main Menu, and then select **CONTROL OPTIONS**. (See pages 6-7.)

MENU CONTROLS

CONTROL	ACTION
cursor keys	Select menu item
Enter	Accept menu selection
Esc	Cancel menu selection / Return to previous screen

GAMEPLAY CONTROLS

CONTROL	ACTION
"Move" (mouse, cursor keys or gamepad D-pad / analog stick (configurable))	Move Kain / Select Dark Gift
"Jump"	Jump
"Jump" + "Jump"	Glide (hold second key press in midair)
"Action"	Action control: Attack with claws or weapon / Attack combos (multiple taps) / Pick up weapon / Open door / Activate switch / Grab object
"Blood Suck"	Blood Suck (press and hold) / Grab enemy in Combat mode / Open Lore and Weapon Chests (press and hold)
"Autoface"	Autoface nearest enemy
"Target Enemy"	Toggle between enemies while autofacing
"Block"	Block attacks
"DG Menu"	Display Dark Gift menu
"DG Use"	Use Dark Gift
"Cam Keys"	Move camera
"Pause / Unpause"	Pause game / Resume game

GAME BASICS

STARTING A GAME

1. From the Main Menu, select **START GAME** and press **Enter**.
2. The game will scan for saved games and check the data on them.
3. Highlight **NEW GAME** for a new game or highlight the saved game you want to play and press **Enter**.
4. On the Choose Blocking Type screen, select your preferred blocking controls. Press **Enter** to start your game.



SAVING A GAME

As you explore the world of Nosgoth, you will notice ancient symbols on the ground that light up when Kain steps over them. These are called checkpoints. Once Kain activates a checkpoint, you will be able to save all your progress up to that point.

To save a game:

1. Press **“Pause / Unpause”** to pause the game.
2. Select **SAVE GAME** and press **Enter**.
3. Highlight **NEW SAVE GAME** for a new game or highlight a saved game you want to overwrite and press **Enter**.



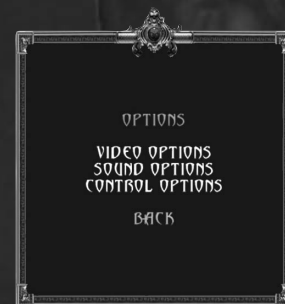
4. Your new saved game listing will appear. Select **EXIT** and press **“Pause / Unpause”** to resume gameplay.
5. To resume a saved game, use the steps in **“Starting a Game.”** When you resume a saved game, all Kain’s progress is restored up to the last activated checkpoint.

SETTING OPTIONS

Use the Options menu to adjust game settings either before or during play.

To open the Options menu, either select **OPTIONS** from the Main Menu or press **“Pause / Unpause”** to pause during a game, highlight **OPTIONS** and press **Enter**.

On the menu, press the cursor keys **▲/▼** to highlight an option selection and press **◀/▶** to change the setting.



VIDEO OPTIONS – Adjust the game’s video display.

SOUND OPTIONS – Adjust the game’s sound volume.

CONTROL OPTIONS – Select and configure your game controller(s), and toggle between **ASSISTED** and **SKILLED** blocking modes (see page 12).

IN A WORLD ...

My armies are all slain.

My castle lies in ruins.

*My enemies have taken everything from me,
all my wealth and power.*

But they could not kill me.

I still walk the earth, weak but alive.

*They have taken everything but the beating
of my undead heart.*

*Now they will learn of fear, these mewling babies who
thought they could destroy me.*

*I shall regain my powers, and I shall come
to them in the night.*

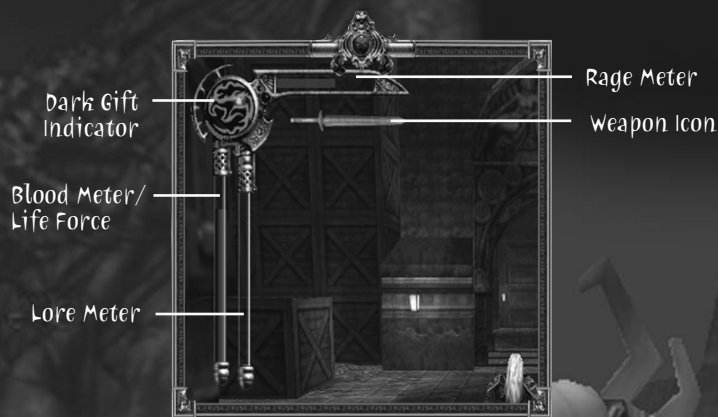
And my visits shall not be kind.

The story of **BLOOD OMEN™ 2** takes place two hundred years after **LEGACY OF KAIN™: BLOOD OMEN™**, and several centuries before the events of **LEGACY OF KAIN™: SOUL REAVER™**. The vampire Kain awakens in a strange city with almost no memory of his former self. Another vampire, Umah, has taken him in and revived him to health after a deadly battle that Kain barely remembers. He is weak, and has lost most of his former powers. Worse still, his weapon, the Soul Reaver, is missing. Umah begins to fill Kain in on the recent past, and pieces of Kain's shattered memory return.

Since the events of **LEGACY OF KAIN™: BLOOD OMEN™**, Kain had become a commander of an army of vampires bent on ruling the land of Nosgoth. In response to his rise to power, another faction appeared in the land: The Sarafan, a group of militant humans led by a mysterious and powerful figure, the Sarafan Lord. Determined to wipe out the vampire threat, The Sarafan clashed with Kain's army for years. This war ended with The Sarafan finally triumphant over Kain's army, and with Kain and the Sarafan Lord locked in mortal combat. The Sarafan Lord won this battle, stripped the Soul Reaver from Kain, and threw him off a cliff to his apparent death.

Umah tells Kain that his body was found and revived, and he has been brought to the capital of Nosgoth, the city of Meridian. Kain has been unconscious for over two hundred years, and in this time, The Sarafan have taken fascist control of most of Nosgoth. Vampires have formed a small resistance, called The Cabal, in Meridian to undermine The Sarafan. It is this resistance that Kain is now a part of. The goal of the resistance is simple: Kill the Sarafan Lord, and The Sarafan will crumble. Because The Sarafan do not know of Kain's existence, he becomes the perfect agent to find and kill the Sarafan Lord. Kain agrees to help The Cabal for the time being, but he fully intends to follow his own agenda, and seek revenge however possible

HEAD UP DISPLAY



The Head-Up Display (HUD) appears in the upper left corner of the screen. This is where you can monitor Kain's current life force, his vampiric Lore, and his Rage Meter.

DARK GIFT INDICATOR – This circular gauge shows which Dark Gift Kain has currently selected.

BLOOD METER/LIFE FORCE – As Kain takes damage, his blood decreases and conversely, as Kain drinks blood, his life force increases. When the Blood Meter is empty, Kain dies and restarts at the last activated checkpoint. Please note that blood is constantly being used and the Blood Meter gradually decreases over time.

LORE METER – This vial fills with purple as Kain increases his Lore. If Kain is able to fill his Lore Meter by collecting magical energy from Coffers and by sucking the blood of his victims, his Blood Meter will increase in size, thus making him stronger.

RAGE METER – This meter fills with blue as Kain's Rage increases. Every time Kain blocks an enemy attack, his Rage grows.

WEAPON ICON – This icon shows the weapon Kain is using. The icon glows red when it is close to breaking.

KAIN IN ACTION

When an enemy or non-aggressive character is near, Kain can engage it in battle by entering Combat mode. By autofacing the enemy in Combat mode, Kain can not only strike but move more easily and laterally around enemies, making it possible to dodge blows and swiftly counter-attack.

TO AUTOFACE:

Stand next to an enemy or non-aggressive character and press and hold the "Autoface" key. As long as you press and hold "Autoface," Kain will autoface the closest enemy. All the following actions can be performed while autofacing.


TO FACE A DIFFERENT ENEMY:

Press "Target Enemy" to toggle between enemies.

TO STRIKE AN ENEMY:

1. Press "Action" to deliver a light attack with Kain's claws or with the weapon he's holding.
2. Tap "Action" repeatedly to execute a combination of claw strikes or weapon attacks.

TO GRAB AN ENEMY:

1. Press "Blood Suck" to lunge at the opponent. If the lunge is successful, Kain will grab the enemy and pick it up by its throat. (Note that when an enemy is tired and breathing heavily, it is a perfect opportunity for a grab.)
2. Once Kain has the enemy by the throat, pressing "Action" or the cursor key  + "Action" allows Kain to perform primary and secondary strike attacks while he holds the enemy.
3. Also while grabbing an opponent, pressing "Blood Suck" again will make Kain throw the enemy.

USING WEAPONS

TO BLOCK AN ENEMY'S ATTACK:

Note: You can set the Blocking option on the Control Options screen. (See page 7.)



1. If the ASSISTED blocking option is selected, press and hold "Block" to block all attacks
2. If the SKILLED blocking option is selected, tap "Block" to block each attack individually.
3. Some enemies have attacks that cannot be blocked. Watch out for these!

TO QUICKLY SIDESTEP AN ENEMY'S ATTACK:

Press the cursor keys ◀/▶ + "Jump" to quickly sidestep left or right. If this technique is used properly to dodge an attack, the enemy will instantly be vulnerable to a quick claw/weapon strike.

TO HIT AN ENEMY WHILE IT'S DOWN:

Sometimes when an enemy is almost dead it will crawl around on the ground. During this time, Kain can deliver one final blow. Stand close to the enemy and press "Action." If Kain is unarmed, he will kick the enemy. If he is holding a weapon, he will finish the enemy off with a final stab.

TO DRAIN THE BLOOD OF A DEAD ENEMY:

Stand near the fallen enemy. Once the enemy turns red, press and hold "Blood Suck."

Throughout the game, Kain will encounter a variety of enemies with a variety of different weapons. After dispatching these enemies, Kain can pick up their weapon and use it in battle. He can only hold one weapon at a time and, after an amount of usage, weapons will eventually break.

TO PICK UP A WEAPON:

1. Stand directly over the weapon. When the weapon turns white, press "Action." Kain will pick the weapon up and attach it to his belt or strap it behind his shoulder. Once in Combat mode, Kain will pull out the weapon.
2. If Kain is holding a weapon but stands over another available weapon, press "Action" to have Kain drop his current weapon and pick up the new weapon.

TO ATTACK WITH A WEAPON:

1. In Combat/Autoface mode, press "Action" to have Kain attack with whatever weapon he's holding. There is no way to attack with claws while Kain is holding a weapon.

DARK GIFTS

In addition to physical superiority, vampires also possess Dark Gifts. These are their supernatural abilities, with each vampire having unique powers. At the beginning of the game, much of Kain's former power has been weakened during his long hibernation. But he does begin with two Dark Gifts: Mist form and Fury Power.

Since only vampires possess Dark Gifts, draining their life force allows Kain to absorb their Dark Gift. As he advances through the game, Kain will gain five more Dark Gifts.

TO SELECT AND USE A DARK GIFT:

1. Press and hold "DG Menu" to bring up the Dark Gift menu.
2. Use the **cursor** keys to highlight the Dark Gift you want to use.
3. Release "DG Menu" to return to gameplay.
4. Press "DG Use" to enable Dark Gift mode.
5. Once a Dark Gift has been enabled, press "Jump" to cancel Dark Gift mode and return to normal gameplay.

DARK GIFTS

MIST – Kain has the ability to assume a Mist form and become nearly invisible. While standing in a low level of mist fog, press "DG Use" to enter Mist form and sneak up on your enemies from behind. You can also use Mist form to escape a group of pursuing enemies. However, if you move Kain in front of an enemy, it will sense Kain and attack.

To execute a special Stealth Kill in Mist form, sneak up behind an enemy while in Autoface mode. If Kain is in the right position, a Skull graphic appears above the enemy's head. Now, press "Action" or the **cursor** key **▲** + "Action" to deliver a Stealth Kill. Kain has two different Stealth Kills for each weapon (including his claws). Note that Kain will not deliver a Stealth Kill if the Skull graphic is not visible over the enemy's head.

JUMP – Kain can use this to jump great distances. Press "DG Use" to enter Jump mode. Translucent after-images of Kain will appear showing where you can jump to. Use the **cursor** keys to move the cursor around. If the cursor turns purple, the jump is possible; red means that Kain can jump attack an enemy; and white indicates that a jump is not possible. Press "DG Use" again when you are ready to execute the jump. Use Jump mode when you see a ledge that is too far to reach by normal means. You can also use Jump for a sneak attack on an enemy that does not see Kain.

CHARM – All non-aggressive characters can be charmed with this power. In Charm mode, Kain is able to take complete control of another character and move him or her around up to a certain distance. Press "DG Use" to enter Charm mode and use the **cursor** keys to aim the cursor at the character you want to control. Once a character is selected, press "DG Use" again to charm. Kain can use this power to make characters do things Kain himself is unable to do.

TELEKINESIS – Kain can activate certain switches using only his mind. Press "DG Use" to enter Telekinesis mode and then use the **cursor** keys to aim the cursor at what you want to activate. Once a switch is selected, press "DG Use" again to activate it.

The following three gifts can only be used when a certain percentage of Kain's Rage meter is full.

FURY – This allows Kain to perform a stronger and more powerful attack using claws or weapons. Once Fury has been selected from the Dark Gift menu, begin blocking enemy attacks until Kain begins to glow. Then, while still in Autoface mode, press "DG Use" to perform the Fury attack.

BERSERK – This allows Kain to perform a speed attack. Once Berserk has been selected from the Dark Gift menu and Kain enters Autoface mode, he will begin to glow. Then, press "DG Use" to perform the Berserk attack in Autoface mode.

IMMOLATE – Kain can destroy some enemies without touching them. The Immolate power, when cast upon an enemy, will cause it to light on fire. With Immolate selected and the Rage Meter fully powered up, autoface an enemy and press "DG Use" to immolate it.

USING OBJECTS



FLIPPING SWITCHES

Switches activate doors and many other things. Some switches can be turned on and off by a lever, some can simply be pressed, and some are activated by turning a wheel. To activate a switch, stand in front of the switch and press “Action.” In the case of wheel switch, you may need to press “Action” several times to have Kain turn the wheel the correct amount of times. Remember, not all switches can instantly be activated. Sometimes you need to do something else before Kain can activate a given switch.


Glyph switches are levers that, when activated, send a glowing green energy along a Glyph line to make something turn on or off. If you follow the green energy traveling along the Glyph line, you can trace it to what the switch has activated.

Some switches are in places that Kain cannot reach. Consider using one of Kain’s Dark Gifts to activate these switches.



OPENING DOORS

Some doors can be opened easily by Kain, without the help of switches. To find out if a door can be opened, stand in front of it. If the door glows a whitish color, it can be opened. Press “Action” to open the door.

CLIMBING LADDERS

All ladders can be climbed. Use the cursor keys to maneuver Kain so that he walks into the front of the ladder. Once Kain grabs onto the ladder, press the cursor key  to climb up.

MOVEABLE BLOCKS

Some blocks can be moved around to allow Kain access to something previously unavailable. Stand on one side of a block. If it is moveable, it will turn white. Press and hold “Action” to grab the block, then press the cursor keys  and  to move the block backward and forward.

GLYPH BATTERIES

These are egg-shaped Glyph energy containers that can be used for completing a circuit or blowing something up. Glyph Batteries explode rather easily and can be moved like blocks.

OBTAINABLE OBJECTS

Besides weapons, Kain can collect other useful objects throughout the game. The objects are:

LORE CHESTS/COFFERS – These are ancient vampire artifacts that Kain can collect to increase his own Lore. To open a Lore Chest, stand in front of it and press and hold “Blood Suck.”

VAMPIRE WEAPON POWER-UP CHEST – These increase the power of whatever weapon Kain is holding. To open a Vampire Weapon Power-Up Chest, stand in front of it and press and hold “Blood Suck.”

NEXUS STONE – Found in the Industrial Quarter level, the Nexus Stone gives its wearer a special power.

DENIZENS

KAIN

This nobleman turned vampire is seeking to regain control of the land of Nosgoth. This is his story

SARAFAN LORD

Kain's most powerful nemesis is the evil warlord who controls Nosgoth's capital city, Meridian. It was Sarafan Lord himself who, 200 years ago, resurrected the Sarafan armies and defeated Kain.



SEBASTIAN

An old vampire acquaintance of Kain's, Sebastian is now helping The Sarafan. Seek him out in the Industrial Quarter.

THE SEER

No one knows the origins of this mysterious witch living in the Canyons.



UMAH

This sensuous vampire is a lieutenant in The Cabal, the vampire resistance in Meridian. She acts as both guide and friend to Kain.

MARCUS

Another of the traitorous vampires working with The Sarafan, Marcus can be found in the Upper City. Beware his psychic abilities.

VORADOR

This old "friend" of Kain's leads the vampire resistance. Kain doesn't completely trust Vorador and reluctantly accepts his help. Throughout the quest, Vorador will offer Kain aid and direction, sometimes using The Whisper, a natural ability of vampires to speak to each other across great distances.





FAUSTUS

The first of the enemy vampires Kain meets, Faustus dwells in the Smuggler's Den.



MAGNUS

Being held forever inside the Eternal Prison, Magnus has gone mad. Kain must defeat him before he can escape.



GUARDS

The basic guards of the Sarafan attack Kain on sight.



KNIGHTS

Sarafan Knights are a step up on the food chain from the Sarafan Guards, being more heavily armored and outfitted with better weapons.

GLYPH GUARDS

More advanced than regular Guards, these beings are protected with armor made of Glyph magic that alerts them to Kain's presence. Kain can never defeat them in Mist form.



BEAST DEMONS

As Kain progresses through his quest, unfriendly supernatural creatures begin to show up. Curiously, there seems to be a connection between the visitations of these creatures and the presence of more Glyph energy!

You've Got the Game. Now Get the Guide.

PRIMA'S OFFICIAL STRATEGY GUIDE
THE LEGACY OF WAR SERIES

BLOOD OMEN 2



THE LEGACY OF WAR SERIES
BLOOD OMEN 2

PRIMA'S OFFICIAL STRATEGY GUIDE

Thorough step-by-step
walkthrough for all 11 levels

Combat strategies for
all enemies and
mini-bosses

Detailed
explanation
of the 7 Dark
Gift powers

Cheat codes and
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revealed

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PC LEAD TESTER

Christopher Bruno

TESTERS

Brian Burke
Kip Ernst
Nick Glory
Joseph Greer
Winston Ishigo
Mathew Kutaka
Reid Manchester
Mark Medeiros
Christopher Pappalardo
Joe Quadara
Jacob Rohrer
Gregg Stephens
Benny Ventura

HERO

Rob Dyer

PRESIDENT

John Kavanagh

IT MANAGER

Brian Venturi

IT GUYS

David Rhea
Andre Rodriguez
Phil Deering
Rob Fitzpatrick

VOICE ACTORS

Kain: Simon Templeman
Sarafan Lord: Earl Boen
Umah: Liz Ward-Land
Vorador: Paul Lukather
Sebastian: Nick Jameson
Marcus: Nick Guest
Faustus: Philip Proctor
Magnus: Rodger Bumpass
Janos Audron: René Auberjonois
The Seer: Liz Ward-Land
The Bishop: Al Laurie
The Beast: René Auberjonois

ADDITIONAL VOICES

Al Laurie
BJ Ward
Earl Boen
Frank Welker
Jane Carr
Liz Ward-Land
Nick Guest
Nick Jameson
Paul Lukather
Philip Proctor
Rodger Bumpass
Simon Templeman

EIDOS INTERACTIVE

VP OF MARKETING

Paul Baldwin

MARKETING DIRECTOR

Sean Amann

PRODUCT MANAGER

Matt Gorman

PR MANAGER

Michelle Seebach

PR SPECIALIST

Kjell Vistad

WEB MASTER

Kim Pendleton

WEB DESIGNER

Frankie Palmer

MANUAL DESIGN

Carol Ann Hanshaw

QA MANAGER

Brian King

ASSISTANT QA MANAGERS

Colby McCracken
Ryan Natale

RECORDING DIRECTOR

Gordon Hunt

CASTING DIRECTOR

Kris Zimmerman

SPECIAL THANKS

Ben Walker
Rita Fovenyessy
Steve "Big D" Goebel
April Schilling
Mike Khoury
Chris Thompson
Jeremy Bredow
Suzanne Cooper Shaw
Kristin Willis
David Watkins
Xander Homan
Riek Apol
Willem Alexander
Queen Beatrix of the Netherlands

QA LEAD

Dan Franklin

TESTERS

Alex Strayer
Beau Teora
Brian Falls
Henry Perez
Jeffrey Lowe
Jesse Andrews
Matt Ranalli
Nevin Chou
Nick Wilson
Ralph Ortiz
Stephen Cavoretto

SPECIAL THANKS

Rob Dyer
John Kavanaugh
Christian Chatterjee
Michael Minson
Greg Wu
Kevin Gill
Matt Knoles
Renee Pletka
Li Shen
Denny Chiu
Randy Stukes
Kevin Weston
Mike Kelly
Jamie Bartolomei